

XBOX



R:RACING



<http://www.replacementdocs.com>

Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries.

Microsoft

namco®

## Safety Information

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: light headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### Other Important Health and Safety Information

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

### Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

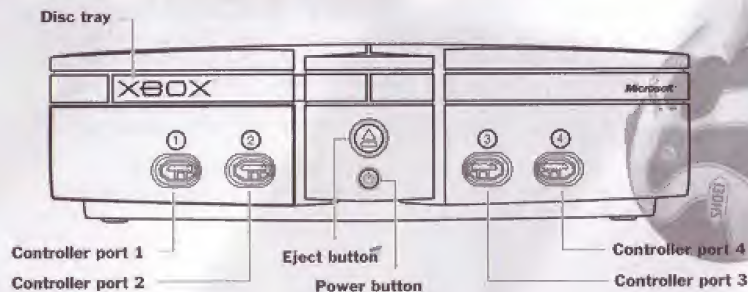
Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play or circumvention of copy protection is strictly prohibited.



## Contents

Enter The World Of "R" .....	5
Main Characters .....	6
Getting Into The Game .....	7
Game Modes .....	8
Game Screen .....	9
Racing Life .....	11
Settings .....	13
Event Challenge .....	14
Arcade .....	18
Time Attack .....	18
VS .....	19
Garage .....	20
Save/Load .....	21
Options .....	22
Notice .....	23
Customer Support - Here to help you .....	25
Ask Us .....	25
Keep up with the latest EA News! .....	25

## Using the Xbox® Video Game System



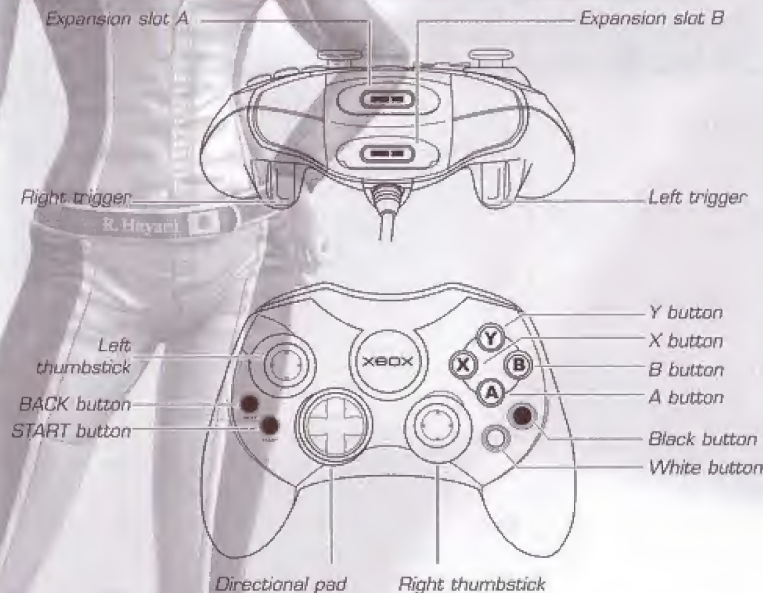
1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *R:Racing* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *R:Racing*.

## Avoiding Damage to Discs or the Disc Drive

### To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers or other foreign objects to discs.

## Using the Xbox Controller



1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices [for example, Xbox Memory Units] into controller expansion slots as appropriate.

Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *R:Racing*.

- When vibration is ON, the Controller will vibrate in response to game events. You can turn vibration ON/OFF in the Options Menu (see p 22.)

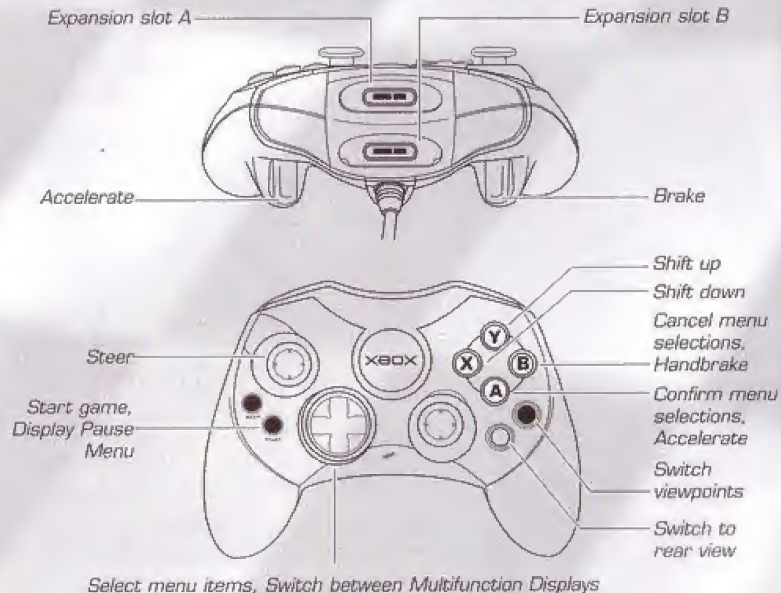
## About Saving Games

In this game, you can save your game data and/or replay data onto the Xbox hard disk.

The hard disk must have at least 24 blocks of free space available in order to save games.

Do not reset the game while saving a game, or your game data could be lost or damaged.

## Xbox Controller S



- You can change the default controls in the Controller menu from the Options menu (see p. 22).

## Enter The World Of "R"

### Roar To The Finish Line!

You're about to lose yourself in a teeth grinding race for track supremacy as you take on your arch rival Gina. *R: Racing* takes you deep into the world of racing! Its many modes of racing excitement start with Racing Life and Event Challenge. You can also play Time Attack, Arcade and VS. In Garage, you can enjoy movies, replays and view the cars acquired in other modes. In Racing Life, two tough racers, Rena Hayami and Gina Cavalli, play out their fierce rivalry in a series of breathless races. Their passion for the racing life makes their time on the tracks an experience no one should miss! Both women put their lives on the line when they put the pedal to the metal! Their fast-paced story heats up as other determined racers appear to challenge their track supremacy!

### Racing Life

In *R: Racing* we went all out to deliver the exhilaration and tension that make up a superb racing game. You'll live through the real experiences of a top racer, driving the circuits and threading through cities at speeds of nearly 200 mph.

All 33 car models have been expertly recreated from data collected on real cars from all over the world. You'll feel all the real-world features, such as the heaviness of the wheel, the engine activity and air resistance on the car's body.

We took special care to preserve each car's characteristics down to the finest details. Body paint colours include real-life colours and some exciting new colours original to this game. So buckle up and get ready to race! You'll never be satisfied with "street legal" games again!



## Main Characters

### Rena Hayami

*Driver for G.V.I.*

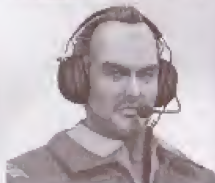
Emigrating from Japan to America right out of school, Rena led a busy but lonely life as a paramedic. A fateful meeting with Stephan sent her head-over-heels into the world of racing. Ever since her striking debut, she has been known to the racing world as "Number 76".



### Stephan Garnier

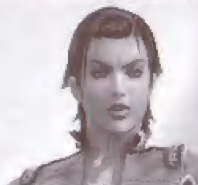
*Manager of Garnier Grandprix, Rena's team.*

Once a famous but overworked engineer, Stephan suddenly disappeared from the "corporate life". Several years ago he resurfaced on the racing scene as the manager of an invincible team, running it with an organisation called G.V.I.



### Gina Cavalli

*Ace driver of Team Riccardi and Rena's toughest rival.* Gina is the talented driver who led the formerly low-rated Team Riccardi to the top of the racing world. Gorgeous Gina fends off numerous offers to become a supermodel. She has stated that cars are her passion and her only interest is the circuits.



### Eddie O'Brien

*A professional engineer.*

Eddie works as a rally mechanic, aspiring to fill the workboots of retired engineering legend Stephan Garnier. Though a happy-go-lucky guy with no apparent sense of planning, Eddie is a skilled engineer. His speciality is classic cars.



## Getting Into The Game

### Title Screen

Once the game starts up, an opening movie plays. When the title screen appears, press **Enter**. The game will check the hard disk for *R:Racing* saved data.

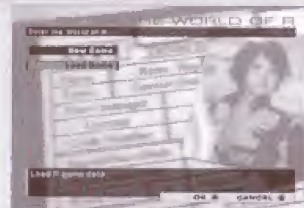
- If there is saved data, you'll go on to the Entrance screen where you can resume a saved game.
- If there is no saved data, you'll proceed to the Main Menu where you can select a game mode.



### Entrance Screen

From the Entrance screen, use **Left** or the steering wheel to select **LOAD GAME** and press **Enter** to confirm. Then select a save file in the same way.

On the confirmation screen that appears, select **YES** and press **Enter** to load the file and resume the game.



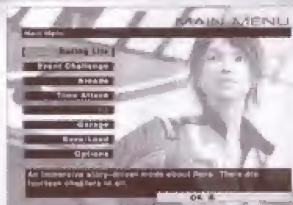
### Saving Game Data

You can save your game data and/or replay data to the hard disk. The hard disk must have at least 4 blocks of free space available in order to save data. Use the Save/Load menu to save your game data (see p. 21).

## Game Modes

### Main Menu

Once you select either a saved game or a new game, you proceed to the Main Menu. Here you can choose one of the eight game options. Press **+** on the controller or the directional pad on the Steering Wheel to make your selection and press **A**.



- **RACING LIFE** This is a story mode with 14 chapters. After selecting this mode, you can choose NEW GAME, CONTINUE or CHAPTER MENU. In Chapter Menu, you can replay chapters you've already cleared (see p. 11).
- **EVENT CHALLENGE** Compete in various racing events, each with a required entrance fee. You can also tune up your car at a Performance Shop or buy another car at a Car Dealer (see p. 14).
- **ARCADE** Race against computer-controlled players (see p. 18).
- **TIME ATTACK** Time your driving performance on the track. Can you beat your own best time? See p. 18.
- **VS** Go head-to-head with a friend for track domination! See p. 19.
- **GARAGE** Watch replay footage and movies and review the cars you have acquired (see p. 20).
- **SAVE/LOAD** Save and load game data (see p. 21).
- **OPTIONS** Change various in-game settings (see p. 22).

## Game Screen



- 1 Map** The course map. Your car is the yellow point. The lead car is the orange point among all the remaining racers.
- 2 Record** Fastest lap time on the course.
- 3 Acceleration/Brake Bar** Displays accelerator/brake performance and effectiveness.
- 4 Subtitles** Gives advice and evaluates your performance.
- 5 Position** Shows your position in the race.
- 6 Multifunction Display** Displays various information and allows you to make real time setting adjustments. Press **+** to bring up the display in the lower left corner of the screen.
- 7 Pressure Meter** Shows the level of psychological pressure you are applying to the car ahead of you.
- 8 RP** Your Reward Points, used to purchase cars and buy events.

You can select the information to be displayed by using the RACE SCREEN option in the Options menu (see p. 22).

### Multifunction Display

The Multifunction Display updates you on race conditions throughout the competition. You can also use it to do real time car setting adjustments while racing. The information it displays depends on your car and the course you're racing on. The higher the class, the more information you'll see.





## Real Time Settings

In Real Time Settings you can adjust the following items. Press **⬆** to select an item, and press **⬅** to adjust that setting.

- **BRAKE BIAS** Adjust the brake balance in the front and back.
- **STEERING RESPONSE** Adjust the sensitivity of the steering wheel.
- **FRONT STABILIZER** Adjust the stability of the front wheels.
- **REAR STABILIZER** Adjust the stability of the rear wheels.
- **CENTER LSD** Adjust the turning performance by limiting the front and rear drive distribution (certain cars only).

## Nitro

When you're driving a drag car, a Nitro button appears. When this button is lit, you can accelerate rapidly by pressing **⬆** on the controller or by pressing up on the directional pad on the steering wheel.

## Pressure Meter

The Pressure Meter measures the psychological pressure you are applying to the car in front of you. As you close the distance between your car and the car ahead, the Pressure Meter starts filling up. When it's completely full, it starts to flash, indicating that the car ahead could make a mistake any second now. Be ready to take the lead! If the distance between you and the car ahead opens up to a certain extent, the Pressure Meter returns to 0.

**KESSLER**

## Pause Menu

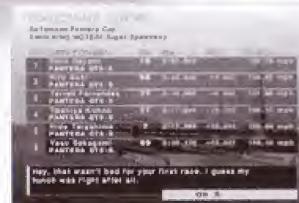
During a race, press **⬆** to display the Pause Menu. Press **⬆** to make your selections, and then press **A**.



- **CANCEL** Resume the race from the point where you paused.
- **RESTART** End the race and start the same race again from the beginning.
- **SELECT** End the race and return to the Select screen for the current game mode.
- **QUIT** End the race and proceed to the Results screen.
- **MAIN MENU** End the race and return to the Main Menu.

## Results Screen

When a race ends, a replay is shown, and then the Results screen appears. Here you can check out your final placement and other race scores. Press **A** to go on to the next screen.



## Car Acquired Screen

If you've won a car in Racing Life or Event Challenge, a Car Acquired screen will appear after the Results screen.

## Results Select Screen

The Results Select screen offers the following options. Press **⬆** to make your selection and then press **A**.

- **RETRY** Play the same race again.
- **SAVE REPLAY** Save your replay. (You can watch it later in the Garage - see p. 20.)
- **NEXT RACE** Advance to the next race. (This option won't appear if there is no next race.)
- **SELECT SCREEN** Return to the Select screen for the current mode.
- **MAIN MENU** Return to the Main Menu.

## Racing Life

### Movie

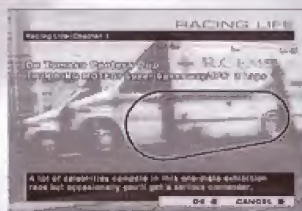
At the start of Racing Life, a movie brings you up to date on the story. You can end the movie by pressing **⬆**.





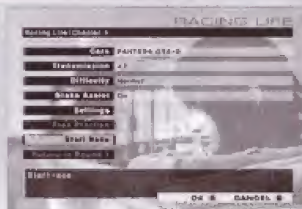
## Race Title Screen

The race title screen reveals the conditions you must meet to clear the chapter. Press **A** to move on to the Select screen.



## Select Screen

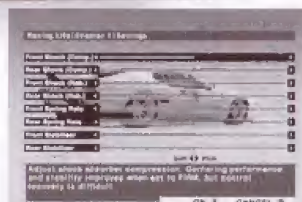
Here you can choose various settings for Racing Life. Press **↑** to make your selection and then press **A**.



- **CARS** Choose a car model and body colour. Press **↑** to select the body colour and press **→** to select a model. Press **A** to finalise your choices.  
**Note:** Different body colours do not apply to all cars.
- **TRANSMISSION** Choose AT (automatic) or MT (manual) for your transmission type. Press **↑** to make your selection and then press **A**.
- **DIFFICULTY** Select the race difficulty. Press **↑** to choose EASY, NORMAL or HARD and then press **A**.
- **BRAKE ASSIST** Set the auto-brakes to kick in during cornering. Press **↑** to choose ON or OFF and then press **A**.
- **SETTINGS** Make minute adjustments to the car (see p. 13 for more details).
- **FREE PRACTICE** Practise on the track without the pressure of other drivers.
- **START RACE** Begin the race.
- **RETURN TO ROUND 1** Return to Round 1 in the current chapter.

## Settings

In every mode you can make minute adjustments to your car before a race. Press **↑** to select an item and press **→** to make the adjustments. To return to DEFAULT SETTINGS or to CONFIRM SETTINGS highlight the option and press **A** to confirm.



### Front/Rear Shock (Comp.)

Set the compression of the shock absorber. A Firm setting makes recovery more difficult when the car goes out of control, but improves turning performance and stability. A Soft setting has the opposite effect.

### Front/Rear Shock (Rebound)

Set the decompression of the shock absorber. The effects of this setting are the same as for Shock (Comp).

### Front/Rear Spring Rate

Adjust the spring stiffness. A Firm front setting holds the car's weight from transferring forward too much, preventing the acceleration capabilities of the rear tyres from decreasing when decelerating. A Firm rear setting holds the car's weight from transferring backward too much, preventing the acceleration capabilities of the front tyres from decreasing when accelerating.

### Front/Rear Stabilizer

Controls the tilt of the car during cornering. A Firm front setting improves the car's stability when decelerating while cornering or entering a corner. A Firm rear setting improves the car's stability when accelerating while cornering or exiting a corner.

### Front/Center/Rear LSD

The LSD is a device that transmits drive power to the tyres, which can affect turning performance by limiting the drive distribution of the car. A Loose front setting stabilises the machine but makes turning more difficult. A Tight centre setting stabilises the car but makes turning more difficult. A Tight rear setting makes turning easier, but also makes it easier for the car to spin out.

### Final Drive Ratio

Decide your car's strength: Top Speed or Acceleration. Choosing Top Speed reduces your acceleration, but your top speed is increased. Choosing Acceleration has the opposite effect.

### ABS

Adjust tyre lock during braking. The closer the setting is to MAX, the less easily the tyre will lock during braking.

### TCS

Control tyre spin when accelerating. The closer the setting is to MAX, the less the tyres will spin during acceleration.



### Steering Response

Set the level of steering that is transferred to the wheels. The closer the setting is to Slow, the less the steering will be transferred. The closer the setting is to Quick, the more the steering will be transferred.

### F/R Brake Bias

Adjust brake effectiveness between the front and the rear. The closer the setting is to the front, the better the front brakes will work, and vice versa.

### Maximum HP/Torque

Adjust the maximum output – torque: the higher the STEP is raised, the stronger the torque will be. You can also get tune-ups for maximum output – torque at the Performance Shop in Event Challenge (see below).

### Car Weight

How heavy your car is. You can tune your car's weight at the Performance Shop in Event Challenge (see below).

## Event Challenge

### Event Challenge Menu

Choose from RACE, PERFORMANCE SHOP and CAR DEALER. Press **○** to make your selection and then press **A**.

If you choose RACE, you can buy into race events. If you select the race that you bought into, you proceed to the Select screen (see p. 16). If you press **Y** on the race event Select screen, you can check what cars are eligible for the race.

### Performance Shop

Here, you can spend RP (Reward Points) and tune up your maximum output – torque and car weight. Press **○** to select the car class to tune up and press **A**. Next, press **○→** to choose a car, and press **○↑** to choose a colour, and then press **A** again.



### Car Dealer

Use your RP to purchase even better cars. Press **○** to select the car class you want, and press **A**. Then press **○→** to choose a car, and press **A** again.



## Race

### Single Race

Run one race only. With its many accessible events, this mode is a good introduction to the races. Some races limit your choices on such things as type of drive system and nationality of the car.

### Time Trial

Race alone from start to finish, attempting to set record times. Choose from numerous courses, such as tracks that allow you to race certain segments of courses or drive through specially laid out circuits with obstacles.

### One-Make Race

These races are limited to single car models. In this event, differences in car quality are less significant and the results depend purely upon driving technique.

### Tour Race

Race on multiple courses, competing for the highest total score. Driving at a steady speed in each race is the key to victory.

### VS Rival

Enter a one-on-one duel with a rival racer. Your opponents are veteran masters, so challenge them only after tuning up your car and polishing your technique.

### Tournament

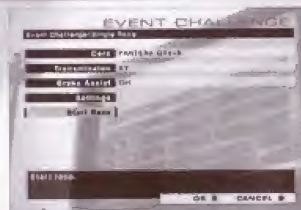
This tournament-style event ends when you lose a race. With each win, car speeds increase!

### Extra

This slightly different racing event doesn't fit into any of the other categories. Find out what it's all about!

## Select Screen

Here you can choose various settings for Event Challenge. Press **⬇** to make your selections, and then press **A**.



- **CAR** Press **⬇** to select the category and car class, and then press **A**. Press **⬆** to select a body colour and **⬇** to select a model, and press **A** again.
- **TRANSMISSION** Choose AT (automatic) or MT (manual) for your transmission type. Press **⬇** to make your selection and then press **A**.
- **BRAKE ASSIST** Set the auto-brakes to kick in during cornering. Press **⬆** to choose ON or OFF and then press **A**.
- **SETTINGS** Make minute adjustments to the car (see p. 13 for more details).
- **START RACE** Begin the race.

## About Ranking

Event Challenge has three set levels of clearing ranks for each race: Gold, Silver and Bronze. You win RP, cars and/or medals according to the clearing rank you attain.

## Winner's Advantage

### Use RP Effectively!

RP (short for Reward Points) is like money in this game. You get RP by winning a clearing rank or manoeuvring your car skilfully in Racing Life, Event Challenge and VS modes. You spend RP to purchase cars and get tune-ups. You can also use it to buy into racing events in Event Challenge.

### Use The Ghost Car To Surpass Yourself

The ghost car recreates your best lap and is displayed in Time Attack. By racing the ghost car you can improve your driving skills. Win against it and see yourself progress!



### Watch Out For Shortcut Penalties

In Time Attack and Event Challenge Time Trial, you will be penalised if you take shortcuts. This could cause you to fail challenges or have your time disqualified. So, don't take shortcuts in timed races!





## Arcade

### Select Screen

Here you can choose various settings for Arcade mode. Press **⬤** to make your selection, and then press **A**.

- **COURSES** Choose a course to race. Press **⬤** to make your selection, and then press **A**.
- **NUMBER OF LAPS** Choose the number of laps: 2, 5 or 10. Press **⬤** to make your selection, and then press **A**.
- **CARS** Press **⬤** to select the category and car class and press **A**. Then press **⬤** to select a body colour and press **⬤** to select a model, and press **A** again.
- **TRANSMISSION** Choose AT (automatic) or MT (manual) for your transmission type. Press **⬤** to make your selection and then press **A**.
- **RIVAL CLASS** Choose the car class the computer will play. Press **⬤** to make your selection, and press **A**.
- **BRAKE ASSIST** Set the auto-brakes to kick in during cornering. Press **⬤** to choose ON or OFF and then press **A**.
- **SETTINGS** Make minute adjustments to the car (see p. 13 for more details).
- **START RACE** Begin the race.

## Time Attack

### Select Screen

Here you can choose various settings for Time Attack mode. Press **⬤** to make your selection, and then press **A**.

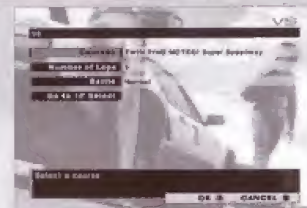
- **COURSES** Choose a course to race. Press **⬤** to make your selection, and then press **A**.
- **CARS** Press **⬤** to select the category and car class, and press **A**. Then press **⬤** to select a body colour and **⬤** to select a model, and press **A** again.
- **TRANSMISSION** Choose AT (automatic) or MT (manual) for your transmission type. Press **⬤** to make your selection and then press **A**.

- **BRAKE ASSIST** Set the auto-brakes to kick in during cornering. Press **⬤** to choose ON or OFF and then press **A**.
- **SETTINGS** Make minute adjustments to the car (see p. 13 for more details).
- **START RACE** Begin the race.  
**Note:** In Time Attack, the ghost car of your first lap is displayed starting with the second lap. If you earned a shortcut penalty in your first lap, the ghost will not be displayed.

## VS

### VS Menu

Here you can adjust all the settings for VS. Press **⬤** to make your selection, and then press **A**.



#### Courses

Choose the courses you will race. For single races, you run one race only. For a tour, you race on multiple courses. Press **⬤** to make your selection, and then press **A**.

#### Number of Laps

Choose the number of laps: 2, 5 or 10. Press **⬤** to make your selection, and then press **A**.

#### Battle

Choose your battle type: NORMAL or POINTS. In Normal, you race to be first to the goal. In Points, you compete to get the most RP. Press **⬤** to make your selection, and then press **A**.

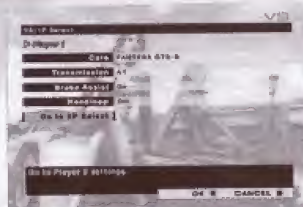
#### Go To 1P Select

Proceed to 1P's Select screen.



## Select Screen

Here you can choose various settings for VS mode. Press **⬇** to make your selection, and then press **A**. First make 1P selections, then make 2P selections in the same way.



- **CARS** Press **⬇** to select the category and car class, and press **A**. Then press **⬆** to select a body colour and press **⬇** to select a model, and press **A** again.
- **TRANSMISSION** Choose AT (automatic) or MT (manual) for your transmission type. Press **⬆** to make your selection and then press **A**.
- **BRAKE ASSIST** Set the auto-brakes to kick in during cornering. Press **⬆** to choose ON or OFF and then press **A**.
- **SETTINGS** Make minute adjustments to the car (see p. 13 for more details).
- **HANDICAP** Set the handicap to OFF (no handicap) or choose from levels 1 to 3. The higher the number, the greater the handicap.
- **GO TO 2P SELECT** Proceed to 2P's Select screen. This option only appears on 1P's Select screen.
- **START RACE** Begin the race.

## Garage

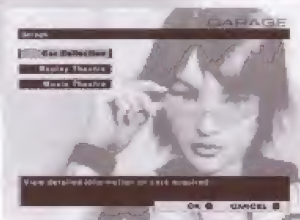
### Select Screen

Choose **CAR COLLECTION**, **REPLAY THEATRE** or **MOVIE THEATRE**. Press **⬇** to make your selection, and then press **A**.

**Note:** When you select **REPLAY THEATRE**, the saved replays are loaded automatically.

### Car Collection

Look at the cars you have acquired in Racing Life and Event Challenge modes. Press **⬇** to select the car class and press **A**. Then select a specific car and press **A** again.



### Replay Theatre

Enjoy your saved replays. Press **⬆** to select the replay data and press **⬇** to select a BGM track, and then press **A**.

### Movie Theatre

Take another look at the demo races (replays) and movies you've already seen in Racing Life. Press **⬆** to select a movie or demo race and press **A**. If you choose a demo race, press **⬇** to select a BGM track and press **A**.

## Save/Load

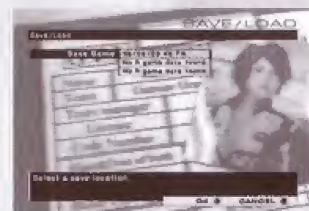
### Save And Load Game Data

- You can save to the hard disk. The hard disk must have at least 4 blocks of free space available in order to save.
- You can load saved games from the hard disk.
- Do not turn off your console while saving or loading. Doing so may damage your save data.

### Saving Games

You can have up to three save files on the hard disk. Press **⬆** to select the save file you want to use and press **A**.

**Note:** If you overwrite a previously saved file, the original save file will be erased and gone for good. Be careful!



### Loading Games

Load previously saved game data. Press **⬆** to select a save file to load and press **A**.





## Options

### Controller

Change the button configuration of your controller. Press **↑** to select a feature, and **←** to change the setting. After selecting ACCEPT THESE SETTINGS or DEFAULT SETTINGS press **A** to finalise your choice.

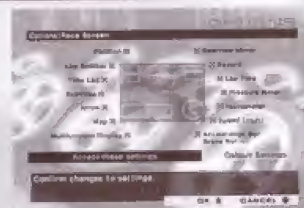


### Sound

Change the game's sound settings by pressing **↑** to set the volume for BGM (background music), SE (sound effects) and RADIO (radio voice). The higher the gauge, the louder the volume will be.

### Race Screen

Select the information that will be displayed during the race. Press **↑** to each item and press **A** to check off the items you want to display. After selecting ACCEPT THESE SETTINGS or DEFAULT SETTINGS, press **A** to finalise your choice.



### Screen Adjust

Adjust the game screen's location and brightness. Press **↑** to adjust the screen location and press **A**. Use your TV's brightness function to adjust the brightness. Press **Y** to restore the default settings.



### Wheel

Change the configuration of the Modena steering controller. After selecting DONE or RETURN TO DEFAULT, press **A** to finalise your choice.



## Notice

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS UNDER COPYRIGHT. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF NAMCO LIMITED, CONSUMER DIVISION, UK OFFICE, PANTON HOUSE, 5TH FLOOR, 25 HAYMARKET, LONDON, SW1Y 4EN, UNITED KINGDOM, OBTAINED THROUGH ELECTRONIC ARTS LTD, CUSTOMER SERVICES, PO BOX 181, CHERTSEY, KT16 0YL, ENGLAND, UNITED KINGDOM. ELECTRONIC ARTS AND NAMCO MAKE NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS". ELECTRONIC ARTS AND NAMCO MAKE CERTAIN LIMITED WARRANTIES WITH RESPECT TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. IN NO EVENT SHALL ELECTRONIC ARTS AND/OR NAMCO BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES. THESE TERMS AND CONDITIONS DO NOT AFFECT OR PREJUDICE THE STATUTORY RIGHTS OF A PURCHASER IN ANY CASE WHERE A PURCHASER IS A CONSUMER ACQUIRING GOODS OTHERWISE THAN IN THE COURSE OF A BUSINESS.

## Warranty

### Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the below address, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address.

This warranty is in addition to, and does not affect your statutory rights in any way.

This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

### Returns After Warranty

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £10 per disc, payable to Electronic Arts Ltd.

If you have any queries on warranty replacements or user-damaged discs or manuals, please e-mail us on [uk-warranty@ea.com](mailto:uk-warranty@ea.com). Please note that this is only for warranty and NOT technical queries.

Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

**Electronic Arts Customer Warranty, PO Box 181, Chertsey, KT16 0YL, United Kingdom.**

### Customer Support - Here to help you!

Problem? Question? If you are having problems with your game, we are here to help.

#### AUSTRALIA

Electronic Arts Australia Support Hotline: **1902 261 600\***

\*Sirius calls charged at \$2.48 per minute, GST inc. Calls from Mobile & Public phones higher (If you are under 18 years of age parental consent is required).

Operating hours from 9am to 8pm 7 days a week, as well as pre-recorded information 24 hours a day.

#### Customer Service Address:

Electronic Arts  
PO Box 432  
Southport QLD  
4215, Australia

#### Email Customer Support:

[ozsupport@ea.com](mailto:ozsupport@ea.com)

#### NEW ZEALAND

Electronic Arts New Zealand, Games Hotline: **0900 58885\***

(If you are under 18 years of age parental consent required).

\*Calls charged at \$1.99 per minute inc GST 7 days a week 9am - 8pm.

Calls from Mobile & Public phones are higher.

#### Customer Service Address:

Electronic Arts New Zealand  
PO Box 47596  
Ponsonby  
New Zealand

#### Email Customer Support:

[nzsupport@ea.com](mailto:nzsupport@ea.com)

#### SOUTH AFRICA

Game Smith: (011) 740-0615/6, (083) 918-0083

Electronic Arts South Africa

PO Box 3180

Rivonia

2128

### Keep up with the latest EA News!

If you want to keep up with all the latest news, downloads and coolest updates from EA then all you have to do is register as an EA Direct Member. It's easy!

Register now on

[www.eagames.com.au](http://www.eagames.com.au)

or

[www.easports.com.au](http://www.easports.com.au)

As an EA Direct Member you will be kept in the 'know' as to what is new and hot from EA Australia, delivered directly to your inbox.



AP Racing is a trademark and is used with permission from AP Racing Ltd.

Trademarks, design patents and copyrights are used with the approval of the owner AUDI AG.

Circuit de Monaco is a trademark of Automobile Club de Monaco. Circuit de Monaco © 2003 Automobile Club de Monaco. All rights reserved.

Bentley EXP Speed 8 - TM & © Bentley Motors Limited.

The BMW logo, the BMW wordmark and the BMW model designations are trademarks of BMW AG and are used under license.

"Brembo" is a trademark and is used with permission from Brembo S.p.A.

BRIDGESTONE and POTENZA are trademarks and are used with permission from Bridgestone Corporation.

Star T Design and Havoline are trademarks and are used with permission from Chevron U.S.A. Inc.

DE TOMASO Pantera GT55 are trademarks of DE TOMASO. DE TOMASO Pantera GT55 © 2003 DE TOMASO. All rights reserved.

The stylized DMC logo is a registered trademark of the DeLorean Motor Company (Texas). For more information about the DeLorean Sports Car, visit <http://www.delorean.com>.

Dodge is a trademark of DaimlerChrysler Corporation. Dodge Viper, Dodge Charger and its trade dress are used under license by Namco. © DaimlerChrysler Corporation 2003.

ENKEI name, emblems and wheel designs are trademarks and/or other intellectual properties of ENKEI CORPORATION, and used under license to NAMCO LTD.

All Alfa Romeo cars, car parts, car names, brands and associated imagery featured in this game are intellectual property rights including trademarks and/or copyrighted materials of Fiat Auto S.p.A.. All Rights Reserved.

Fiat Punto Rally, Fiat 500 are trademarks of Fiat Auto. Fiat Punto Rally, Fiat 500 © 2003 Fiat Auto. All rights reserved.

FIRESTONE is a trademark and is used with permission from Bridgestone Licensing Services, Inc. and BFS Brands LLC.

FORD, PUMA and FOCUS are registered trademarks owned and licensed by Ford Motor Company.

Subaru, Impreza and STi are trademarks and are used with permission from FUJI HEAVY INDUSTRIES LTD.

General Motors Trademarks used under license to Namco Ltd.

Trademark of The Goodyear Tire & Rubber Company. Used with permission.

All JGTC cars featured in this game are used with permission from GT Association.

NOS is a trademark of Holley Performance Products.

Honda, Honda S2000, Integra and NSX names, emblems and body designs are trademarks and/or other intellectual properties of Honda Motor Co., Ltd.

Approved and Licensed Product of Group Lotus plc.

Mazda, Mazdaspeed and Mazda RX-7 names, emblems and body designs are trademarks and/or other intellectual properties of Mazda Motor Corporation.

Michelin and the Tyre Man Device (called Bibendum) are trademarks and are used with permission from the Michelin Group.

The MINI trademarks are used under license from BMW AG.

Mitsubishi, Lancer Evolution VIII names, emblems and body designs are trademarks and/or intellectual property rights of Mitsubishi Motors Corporation and used under license to Namco.

ADVAN KONDO S101 is used with permission from MK Company INC.

MOTUL is a trademark and is used with permission from MOTUL.

Mugen is a trademark and is used with permission from MUGEN Co., Ltd.

NGK is a trademark and is used with permission from NGK SPARK PLUG CO., LTD.

ENEOS is a trademark and is used with permission from Nippon Oil Corporation.

NISMO is a trademark and is used with permission from Nissan Motorsports International Co., Ltd.

NISSAN, SKYLINE and 350Z are trademarks and/or intellectual property rights of NISSAN MOTOR CO., LTD. and are used under license to NAMCO Ltd.

OMP is a trademark and is used with permission from OMP Racing S.r.l.

"OZ RACING" is a trademark and is used with permission from O.Z. s.p.a.

PEUGEOT trademarks and logo and body design are the intellectual property of AUTOMOBILES PEUGEOT and are used under licence by NAMCO.

The use of the name "Phillip Island Circuit" and the design of the Phillip Island Circuit in this game are governed by licence between Namco Ltd. and Phillip Island Motor Sports Pty Ltd.

Ralliart Name, Emblem and Trademark are used with permission from Ralliart Inc.

RAYS & RAYS ENGINEERING is a trademark and is used with permission from RAYS CO., LTD.

RED LINE is a trademark and is used with permission from Red Line Oil K.K.

The RENAULT vehicles are reproduced with the authorization of RENAULT. All rights reserved.

BOSCH is a trademark and is used with permission from Robert Bosch GmbH.

RGT emblems and Ruf body styling equipment are trademarks and / or intellectual property of Ruf Vertrieb GmbH and used under licence to Namco.

Saleen®, S7™, all its vehicles, names, logos, and their designs are registered trademarks of Saleen, Inc. used under license to Namco.

"Shelby®", "GT-500™", and "Shelby GT-500KR™" are registered trademarks and/or intellectual properties of Carroll Shelby and Carroll Shelby Licensing, Inc. (Shelby) and are used by Namco under license.

SHOEI is a registered trademark of SHOEI Co., LTD., and is used under its permission.

Sparco name and logos are registered trademarks used under license of Sparco SPA - Italy.

"speedline Corse" is a trademark and is used with permission from Speedline srl.

MAC TOOLS is a trademark and is used with permission from THE STANLEY WORKS.

DUNLOP is a trademark and is used with permission from Sumitomo Rubber Industries, Ltd.

SUZUKA CIRCUIT is a trademark and is used with permission from SUZUKA CIRCUITLAND CO.,LTD.

TRD name and logo are registered trademarks of Toyota Technocraft Co., Ltd. and are used with permission.

Toyota and Supra are trademarks of Toyota Motor Corporation, used with permission.

TVR and TVR Cerbera Speed 12 is a trademark of TVR Engineering Limited.

TVR Cerbera Speed 12 © TVR Engineering Ltd. All rights reserved.

TWIN RING MOTEGI is used with permission from TWIN RING MOTEGI CO.,LTD.

Trademarks, design patents and copyrights are used with the approval of the owner VOLKSWAGEN AG.

ADVAN, YOKOHAMA is a trademark and is used with permission from THE YOKOHAMA RUBBER CO.,LTD.

All other trademarks and copyrights associated with the circuits, manufacturers, cars, models, trade names, brands and visual images depicted in this game are the property of their respective owners. All rights reserved.

Dolby and the double-D symbol are trademarks of Dolby Laboratories.  
Confidential unpublished work. ©1999-2002 Dolby Laboratories. All rights reserved.  
R:Racing&©2003 NAMCO LTD., ALL RIGHTS RESERVED

All other trademarks and copyrights associated with the circuits, manufacturers, cars, models, trade names, brands and visual images depicted in this game are the property of their respective owners. All rights reserved.

Electronic Arts and EA are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. All other trademarks are the property of their respective owners.

Microsoft, Xbox, and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.